

The cover art features a central figure of a person with long, spiky hair, wearing a white tank top and dark pants, captured in a dynamic dance pose. The figure is set against a background of a grid with various colored arrows (grey, orange, and red) pointing in different directions. The word "DANCE" is written in a pixelated font in the upper right and lower right. In the background, there are silhouettes of other dancers. The title "Dance Dance Revolution Supernova" is prominently displayed in a large, stylized, 3D font with a red and white color scheme. The figure is standing on a dance floor with red and black rectangular tiles.

# Dance Dance Revolution<sup>TM</sup> SuperNOVA



EmuMovies

KONAMI



**WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.**

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game — dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions — **IMMEDIATELY** discontinue use and consult your physician before resuming play.

**WARNING TO OWNERS OF PROJECTION TELEVISIONS:**

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

**USE OF UNAUTHORIZED PRODUCT:**

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

**HANDLING YOUR PLAYSTATION 2 FORMAT DISC:**

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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## INTRODUCTION

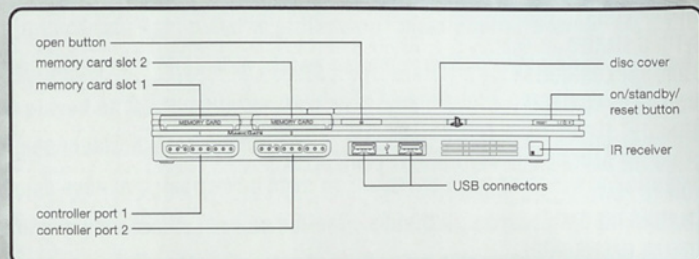
Thank you for purchasing Konami's **Dance Dance Revolution SuperNOVA**. For best results, we recommend you read through this manual prior to playing the game.

Konami is constantly striving to improve the quality of its products to give our customers the best gaming experience possible. As a result, there may be some slight differences between versions of the same product, depending on when and where you played the game.

**Dance Dance Revolution SuperNOVA** is an original game product created by KONAMI CORPORATION and Konami Digital Entertainment, Inc. The parties reserve, jointly or individually, the copyrights and other intellectual property rights with respect to this game product. This product is licensed for private, non-commercial use only. Any other use is strictly prohibited without the expressed, written permission of Konami Digital Entertainment, Inc.



## GETTING STARTED



Set up your PlayStation®2 console according to the instructions in the manual. Make sure the MAIN POWER switch (located in the back of the console) is turned ON. Press the RESET button. When the power indicator turns green, press the OPEN button and the disc tray will open. Place the **Dance Dance Revolution SuperNOVA** disc on the disc tray with the label side facing up. Press the OPEN button again and the disc tray will close. Attach a DUALSHOCK®2 analog controller and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

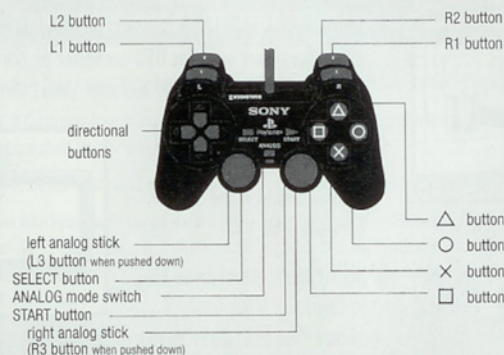
### MEMORY CARDS (8MB)(FOR PLAYSTATION®2)

To save game settings and progress, insert a memory card (8MB)(for PlayStation®2) into MEMORY CARD slot 1 of your PlayStation®2 console. You can load saved game data from the same card or any memory card (8MB)(for PlayStation®2) containing previously saved games.

**NOTE:** **Dance Dance Revolution SuperNOVA** uses at least 191KB of memory card data to save each game. Make sure there is enough free space on your memory card before starting play. Do not insert or remove a memory card while saving/loading games or after the power has been turned ON.

## USING THE CONTROLLER

### DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



## BASIC GAME CONTROLS

### MENU CONTROLS

These buttons control up, down, left and right movements. . . . . Directional buttons  
Up / Cancel . . . . . button  
Right / Confirm Selection. . . . . button  
Down / Confirm Selection . . . . . button  
Left . . . . . button

These buttons are used in  
EDIT MODE. See page 11 . . . . . **L1, L2, R1, R2** buttons  
for EDIT MODE details.

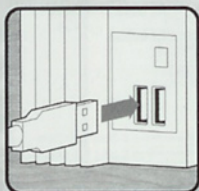
Cancel . . . . . button  
Start Game and QuickMenu . . . . . button  
Resets the current game and  
returns to the Title Screen . . . . . + buttons

Pressing the button while pressing the button during the game will return you to the Title Screen. The red mode indicator on the controller will not light, regardless of the setting in the Option Window.

**NOTE:** Some button functions may be different depending on the mode you are playing. Follow the on-screen instructions or refer to the other sections in this instruction manual for more information.

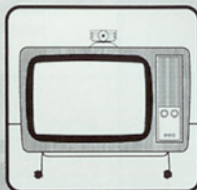


## USING THE EYETOY™ USB CAMERA (FOR PLAYSTATION®2)

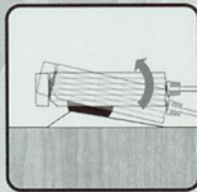
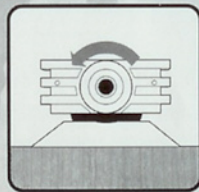


1. Insert the EyeToy™ USB camera (for PlayStation®2) into either the upper or lower USB connector on the front of the console. The LED power indicator (blue) should be on.

2. Place the camera on top of or immediately below your television and stand back between 5 to 7 feet.



3. Rotate the manual focus ring to focus the lens. Try to ensure that your body shape is clearly defined on the screen. If your television is positioned on the floor, simply tilt the EyeToy™ USB camera (for PlayStation®2) upwards. If the EyeToy™ USB camera (for PlayStation®2) is too high, tilt it downwards. You can also swivel the camera base left and right to reposition the camera.



**NOTE:** Players of different heights should tilt the angle of the camera for extra convenience. **DO NOT** move the whole camera, just tilt it gently.

**TIP:** By all means find a waving style that suits you, but it is recommended to wave with your fingers apart as this creates more motion feedback.

**TIP:** Make sure that there is no movement in the background as background motion may hinder gameplay.

**TIP:** Make sure you have enough room to play. Consider the space around you and watch out for shelves, doors, walls, pets and above all, other people.

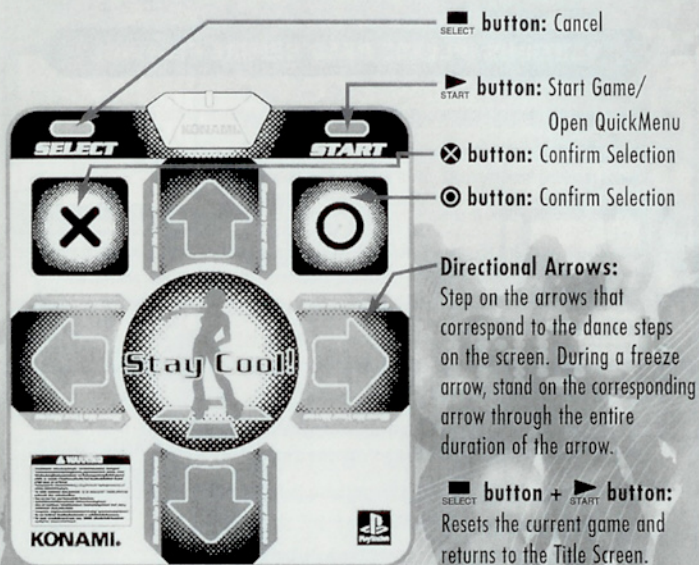
## USING THE DANCE DANCE REVOLUTION® CONTROLLER

### ⚠ CAUTIONS (PLEASE READ BEFORE PLAYING) ⚠

- Please read the manual included with the DDR Controller in addition to this manual before use.
- The DDR Controller should be used with care to avoid injury. Konami will not be liable from injuries resulting from improper use of the DDR Controller.
- Bare feet should be used to operate the DDR Controller. Do not use with shoes or stocking feet.
- Persons with heart and respiratory problems, physical impairments (such as, but not limited to, back, joint, foot, musculature, and circulatory problems) that limit physical activity, are pregnant, or have been advised by their physician to limit their physical activity should not use the DDR Controller.
- Persons under the influence of alcohol, or drugs that could impair a person's sense of balance, should not use the DDR Controller.
- The DDR Controller should be used on a clean, flat surface. Do not use the DDR Controller on concrete, rock or any surface with sharp or abrasive objects.
- Remove furniture or other objects in proximity to the DDR Controller, and use it in an area with plenty of space, away from walls or windows.
- Keep the DDR Controller away from open flame and other heat sources.
- Do not use the DDR Controller on a wet surface.
- Small children should be monitored at all times when using the DDR Controller.
- The cord for the DDR Controller should be placed properly to avoid risk of tripping persons.
- If two DDR Controllers are being used, make sure the DDR Controllers are far enough apart to avoid injury to players.
- When the DDR Controller is not in use, it should be removed from the playing area and stored properly.
- The DDR Controller is a delicate piece of machinery. Do not dismantle, modify, or intentionally abuse the DDR Controller. Such actions can void your warranty.
- Audio and video disruptions may occur during gameplay due to floor vibrations. Adjust the location of the DDR Controller to correct this problem.
- Please do not play the game at times when the noise or vibrations may disturb your neighbors.



## USING THE DANCE DANCE REVOLUTION® CONTROLLER



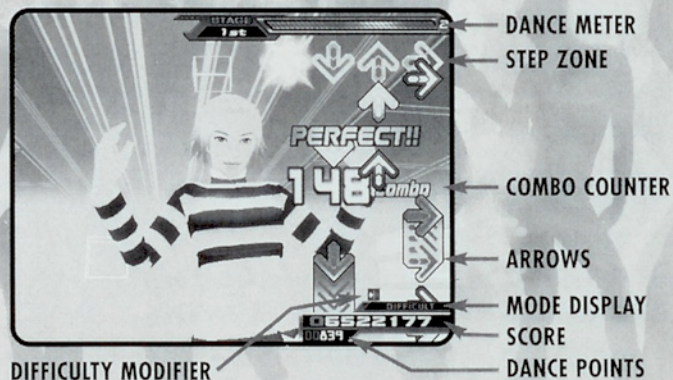
**NOTE:** Some button functions may be different depending on the mode you are playing. Follow the on-screen instructions or refer to other sections in this instruction manual for more information.

## HOW TO PLAY

Dance Dance Revolution SuperNOVA is a game that combines quick reflexes and timing with dance music. All you have to do is press the correct directional buttons or Directional Arrows on the DDR Controller that correspond to the arrow(s) that appear on-screen. The correct dance arrow must be pressed when it crosses the permanent arrows inside the Step Zone. The Step Zone for each player is located in the upper part of the screen.

Build up your dance meter and continue to the next stage by successfully completing the dance steps. However, if you continue to miss dance arrows, the dance meter level drops. If the meter drops to zero, the game will end.

**TIP:** Listen to the music as you play and press the arrows to the rhythm of the beat.



## STARTING THE GAME

After the introductory logos are displayed, the Title Screen will appear. Press the **X**, **O** or **START** button to bring up the MODE SELECT Screen. Use the directional buttons to scroll UP and DOWN to choose a mode and press the **X**, **O** or **START** button to confirm your selection.

**NOTE:** There are many different songs and modes in Dance Dance Revolution SuperNOVA. Some songs, modes, and characters cannot be played until specific mission targets are cleared. Do your best and try to unlock them all!



## STARTING THE GAME

**Stellar Master Mode:** Prove your worth as a true dancing master by completing this mode. Work your way through the Stellar Joints and try your hand at the Trials and Showdowns to collect VIP cards.

**Game Mode:** This mode is similar to the game mode found in other versions of DDR®. If you have an EyeToy™ USB camera (for PlayStation®2) connected to your game system the Hands & Feet difficulty setting can be enabled in GAME MODE.

**Workout Mode:** Have fun while burning off those calories! WORKOUT MODE allows you to count the number of calories consumed during play. Access WORKOUT MODE to change your personal Workout Settings and view your historical workout data.

**Advanced Mode:** A mode for advanced players to test their skills with different rule sets. There are modes for two players, a Battle Mode for one player to play against the computer or a friend and a Course Mode to play through multiple songs in a row.

**NOTE:** When you start playing, only Battle Mode and Course Mode will be available. The remaining modes must be unlocked before playing.

**Training Mode:** Having trouble with a particular song? Then this is the place to be! TRAINING MODE allows you to break down a difficult piece step-by-step so you can master the fanciest footwork.

**Edit Mode:** This mode allows players to create original dance routines to any song. The dance steps can be saved and re-played in DDR SuperNOVA.

**NOTE:** Interchanging edit data only works with the same songs that exist in each game.

**Online Mode:** You can connect to the Internet to play against other players or chat.

**Link Mode:** In this mode, you can link to the arcade version of the DDR SuperNOVA game, create link data or view results from the arcade version.

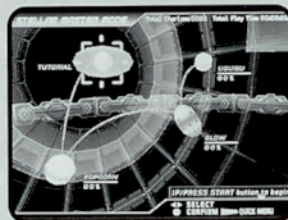
**Records:** Check out your High Scores for each section.

**Options:** Adjust settings for sound, display, gameplay and view the credits.

**Shop:** Purchase new songs, courses and more with the points that you have earned while playing the game

## STELLAR MASTER MODE

Work your way through the many Stellar Joints and collect all of the VIP Cards. At each Stellar Joint, complete a set number of Trials and then try to win the Showdown to get a VIP Card. Each Stellar Joint has a name and the songs you can choose from and the dancing characters are different. The Stellar Joints you can go to will change depending on the VIP Cards you have. Trials can be completed by fulfilling a set of conditions and these conditions can be affected by the difficulty setting and gameplay options. Upon completing enough Trials, you can try the Showdown, comprised of a number of Drills, to successfully win a VIP Card. There are three types of VIP Cards in each Stellar Joint, depending on the difficulty level played. Drills you have tried once can be played again in Training, which allows you time to practice in order to complete the Showdown. Refer to the on-screen instructions for further information.

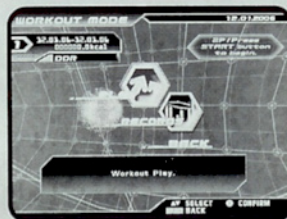


## GAME MODE

This mode is similar to the game mode found in other versions of DDR. Choose your play style (Single, Versus, Double, Hands & Feet), select your mode (Tutorial, Easy, Medium, Hard, All Music), select your music and step difficulty (Beginner, Basic, Difficult, Expert, Challenge), access personalized Edit Data (if available), change gameplay options (if necessary) and then begin playing a series of songs. Refer to the on-screen instructions for further information.



## WORKOUT MODE



In WORKOUT MODE, you can change the pattern of the steps to give you an effective aerobic workout, or play Courses that are best suited for burning calories.

You can view your workout data in a number of fun ways, such as tracking the total number of calories you've burned, or converting



your data to give the total distance ran. DDR SuperNOVA will track your distance in 10 mile blocks. You can also input your weight and save it as a graph, so use it to plan your fitness regimen!

Up to 10 different players can track their data in WORKOUT MODE by saving play data to a User File.

Refer to the on-screen instructions for further information.

## ADVANCED MODE

Geared towards advanced players, you can enjoy playing the game under more challenging rules. Advanced Mode features five different types of gameplay. Initially only the COURSE mode and Battle Mode are available. You will have to unlock the rest by achieving certain targets while playing DDR SuperNOVA.

**COURSE:** Play a series of predetermined songs. You can also create your own original Course to play.

**BATTLE:** A mode in which you can build up power in your Attack Meter to attack your opponent as you play. You can play with two players or alone against the computer.

**ENDLESS:** Keep on playing until the dance meter runs out. You can opt to only play songs of your own choosing, or add various Options to the game.

**SURVIVAL:** Get a rating of GOOD or lower 4 times, and the game ends immediately! This mode is for expert players. See how long you can keep playing.

**COMBO CHALLENGE:** The game is over once your COMBO ends! This mode is for super expert players. See how long you can continue to earn a COMBO.

Refer to the on-screen instructions for further information.



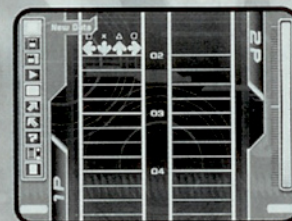
## TRAINING MODE

The TRAINING MODE is designed to help you practice any songs featured in DDR SuperNOVA. This mode is especially useful when learning harder songs at higher difficulty levels. You can practice the entire song or concentrate on a specific portion of a song that gives you the most trouble. Choose the song you wish to practice and press the  $\times$  or  $\odot$  button to bring up the Training Menu. Refer to the on-screen instructions for further information.



## EDIT MODE

EDIT MODE enables you to create a custom designed dance routine for any song featured in DDR SuperNOVA. Dance routines can be saved to a memory card (8MB)(for PlayStation®2) for future playback or editing. Additionally the dance routines can be used in GAME MODE and TRAINING MODE. Refer to the on-screen instructions for further information.



**NOTE:** A DUALSHOCK®2 analog controller is required when creating edit data in EDIT MODE.

## ONLINE PLAY

Compete with other players online, and fight for a place in the worldwide Internet rankings!

Before starting Online Play, ensure that the Network Adaptor (Ethernet/modem) (for PlayStation®2) is connected correctly. If the Network Adaptor (Ethernet/modem) (for PlayStation®2) is not properly connected, reconnect it and restart before attempting to enter Online Play mode. Refer to the on-screen instructions for further information.

**NOTE:** Network settings can be created using the Network Adaptor Start-Up Disc included with the Network Adaptor (Ethernet/modem) (for PlayStation®2).





## LINK MODE

You can use this mode to link to the DDR SuperNOVA arcade machines that support this function. To link without using an Edit Library, you will need supported Link Data.

To use Link Mode for the first time, you must use "Link Data Create" to create new Link Data. Once you have created Link Data, you can use it to link to arcade machines that support this function.

After you have created Link Data, you can load this data using "Link Data Load." Use "Name Entry" to enter the name you will use in the arcade machine, and use "Link Data Save" to save. If you do not save, your results will not be reflected.

Insert a memory card (8MB)(for PlayStation®2) into an arcade machine that supports this function, then use the Arcade Link to view various information written into the Link Data. If there is no Arcade Link, some parts of the menu will not appear.

**WARNING:** You can use the Edit Library from this game in "DDR SuperNOVA" series arcade machines that support the memory card (8MB)(for PlayStation®2). Please read the warning on the arcade machine carefully, and follow the instructions. Also, if you use your memory card (8MB)(for PlayStation®2) in an arcade machine, there is a small chance that the data saved to your memory card (8MB)(for PlayStation®2) could be lost. We recommend that you back-up your data frequently onto another memory card (8MB)(for PlayStation®2) and use a dedicated memory card (8MB)(for PlayStation®2) specifically for this function that does not contain save data from other games. Konami is not responsible for lost data for any reason.

## RECORDS

Keep track of your progress and view your all time high scores! You can view scores from any of the following categories: High Scores, Advanced Mode [COURSE/NORMAL], Advanced Mode [COURSE/CHALLENGE], Advanced Mode [ENDLESS], Advanced Mode [SURVIVAL], Advanced Mode [COMBO CHALLENGE], and Hands & Feet. Refer to the on-screen instructions for further information.



## OPTIONS

The OPTIONS MODE contains a variety of settings that you can configure to suit your personal tastes. Press the ▲ and ▼ directional buttons to cycle through the desired options and press the ◀ and ▶ directional buttons to change settings. After all settings have been adjusted, highlight EXIT and press the X or O button to confirm the settings and return to the previous menu. Cancel a selection with the △ or SELECT buttons. Refer to the on-screen instructions for further information.



**NOTE:** This game is presented in Dolby® Pro Logic® II surround sound. Connect your game console to a sound system with Dolby Pro Logic, Dolby Pro Logic II, or Dolby Pro Logic IIx decoding to experience the excitement of surround sound. You may need to enable Dolby Pro Logic II in the audio options menu of the game.

## SHOP

SHOP MODE is where you can unlock a number of great items by using the dance points you earned by playing. As you play through the game, more and more items will become available. Can you unlock it all?

**NOTE:** In order to purchase an item, you must have enough dance points in the bank. The game will display the current amount of dance points in the lower right hand corner of the screen. If this number is lower than the cost of the item you want to buy you will be unable to purchase it.

**TIP:** If you don't have enough money to purchase an item right away, simply play some more songs. Every song you successfully complete will add more dance points to your bank!





## MUSIC CREDITS

### Battle Without Honor Or Humanity

Performed by Tomoyasu Hotei

Written by Tomoyasu Hotei

Published by EMI April Music Inc. (ASCAP)

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Courtesy Of EMI Records

Under license from EMI Film & Television Music

### CENTERFOLD (130BPM move it remix)

P+C 2002 Beatdisaster records GmbH

Produced by Udo Niebergall & Eric Sneo for Beatdisaster records.

Vocals by Franky Gee, Illi Love. Additional Vocals by M. Ball, Dunja, U. Niebergall, E. Sneo.

Written by Seth Justman

Published by Center City Music (ASCAP) admin. by Bug & PAL-PARK MUSIC

### COME CLEAN

Written by Kara Dioguardi and John Shanks

Published by EMI Blackwood Music Inc.

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### Dance, Dance

Sony/ATV Songs LLC/Chicago X Software Songs (BMI)

Performed by Fall Out Boy

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### Do You Want To

Written by ROBERT HARDY, ALEX KAPRANOS, NICHOLAS MCCARTHY, PAUL THOMPSON

Performed by Franz Ferdinand

Courtesy of Domino Recording Co. and Epic Records

By Arrangement With Sony BMG Music Entertainment

UNIVERSAL POLYGRAM INT. PUBL., INC. on behalf of UNIVERSAL MUSIC PUBL. LTD.

### FRECKLES (KCP Re-Edit)

Written by: Yoshihito Onda and Yuki

Published by Songs of Windswept Pacific (BMI) a/b/o Fujipacific Music, Inc.

Performed by Tiggy

Courtesy Of EMI Records

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### Funkytown

Performed by Lipps, Inc.

Written by Greenberg

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### Girls Just Wanna Have Fun

Performed by Cyndi Lauper

Courtesy of Epic Records

By Arrangement With Sony BMG

Music Entertainment

Sony/ATV Tunes LLC (ASCAP)

### HEAVEN IS A PLACE ON EARTH (German Election Mix)

Written by Eilan Shipley and Rick Nowels

Published by EMI Virgin Songs, Inc. (BMI) and EMI April Music Inc. (ASCAP)

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By courtesy of EMI Music Germany GmbH & Co. KG.

## MUSIC CREDITS

### JERK IT OUT

UNIVERSAL MUSIC CORP. on behalf of TELEGRAM PUBL. AB

Performed by Caesars

Courtesy of Astralwerks

Under license from EMI Film & Television Music

### L.E.F. (Loud Electronic Ferocious)

Written by: Ferry Corsten

Produced by: Ferry Corsten

Published by: Songs of Windswept Pacific (BMI) a/b/o Basart International

Musik Publishing and Corsten Music Publishing (Strengtholt Music Group)

P & C 2006 Flashover Recordings B.V. Under exclusive license in to Ultra Records, Inc.

### Let's Dance

Written and Performed by David Bowie

Jones Music America (ASCAP)

Courtesy of RZO Music, Inc.

### MR.DABADA (Groove Wonder Remix)

Performed by Carlos Jean

Written by Carlos Jean Arriaga

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SPAIN, S.A.

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Courtesy Of EMI Records

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### Robogirl

Written, Produced, and Mixed by The Crystal Method

Published by Lap Dance Music (ASCAP)/Why Do You Care Music (BMI)

Courtesy of Tiny E Records

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### Shivers (Radio Edit)

Written and produced by Armin van Buuren

Published by Nimra Publishing, Admin. by Cloud 9 Music Publishing Holland

Produced by Armin van Buuren.

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### Shout

Performed by Luluwitten by Ronald Isley, Rudolph Isley and O'Kelly Isley

Published by EMI Virgin Songs, Inc. d/b/a EMI Longitude Music (BMI)

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### SINCE U BEEN GONE

Kelly Clarkson "SINCE U BEEN GONE" RCA Records Label

50% Zomba Enterprises, Inc. a/b/o Zomba Music Publishers Ltd.

Maratone AB

### The Other Side (radio mix)

100% Careers - BMG Music Publishing, Inc. (BMI) a/b/o Arabella

Musikverlag GMBH, Sights and Sounds Publishing GMBH

Performed by Paul Van Dyk featuring Wayne Jackson

Courtesy of Mute Records

Under license from EMI Film & Television Music



## MUSIC CREDITS

### Turn On the Music (Axwell Radio Edit)

Written by Roger Sanchez and Helienne Lindvall.

Published by Indeeep Music and BMG Music Publishing Scandinavia.

Produced and performed by Roger Sanchez for Indeeep Productions Inc./Unmanageable Artists.

Additional Keyboards by Scars. Vocals by GTQ. Mix Engineer Doug Deangelis. Recorded and mixed at Island Life Studios, Ibiza © Indeeep Productions

Track 3: Remix and additional production by Axwell at Groove Motel, Stockholm for

Phonetic Music Management [www.phoneticmusic.com](http://www.phoneticmusic.com)

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BMG SONGS, INC. (ASCAP)

a/b/o BMG Music Publishing Scandinavia

C/o Unmanageable Artists, Obiplein 18G, 1094 RB, Amsterdam

### Video Killed The Radio Star

Written by GEOFFREY

Performed by The Buggles

DOWNES, TREVOR CHARLES HORN, BRUCE MARTIN WOOLLEY

Published by UNIVERSAL - POLYGRAM INTERNATIONAL PUBLISHING, INC. on behalf of

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# ONLINE USER AGREEMENT (DANCE DANCE REVOLUTION SUPERNOVA)

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- (c) Using content that is commercial in nature such as advertisements, solicitation and promotions for goods or services;
- (d) Using to Game Name the real name of any other person or using any word or phrase that is proprietary to any third party such as a brand name or a company name;
- (e) Disrupting the normal flow of chat in Online Game chat rooms;
- (f) Making a false report of user abuse to Customer Services at the number described in the manual of this software ("Customer Service");
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11. **INDEMNITY.** You agree to indemnify, defend and hold KONAMI, its partners, licensors, contractors, officers, directors, employees, and agents harmless from all damages, losses and expenses arising directly or indirectly from your act and omissions to act in using the Online Game pursuant to the terms of this Agreement. KONAMI reserves the right, at its own expense, to assume the exclusive defense and control of any matter otherwise subject to indemnification by you.

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